DARK CHRONICLE™
SONY
COMPUTER ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-51190

1 Player • Memory Card (8MB) (for PlayStation®2) : 502KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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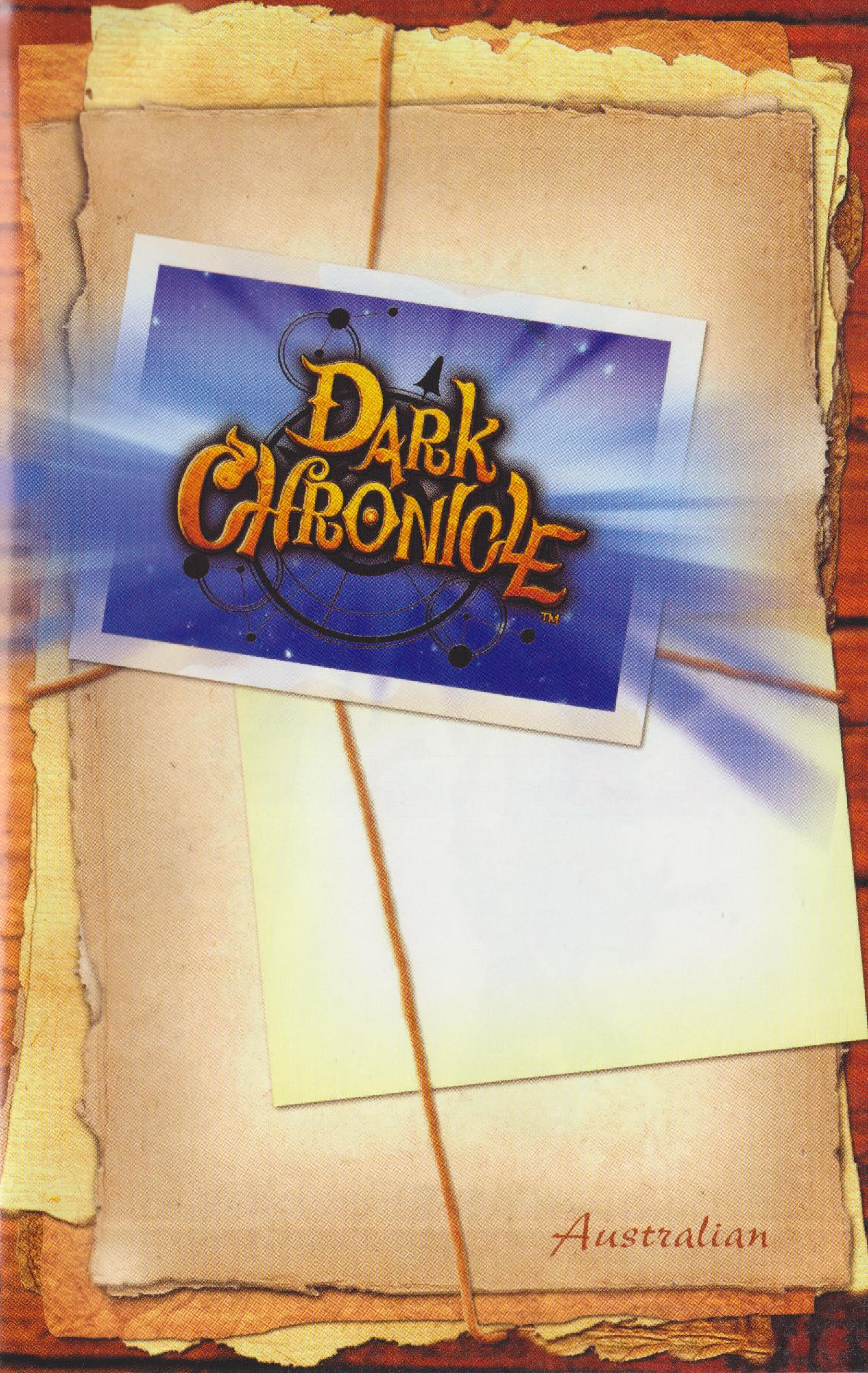
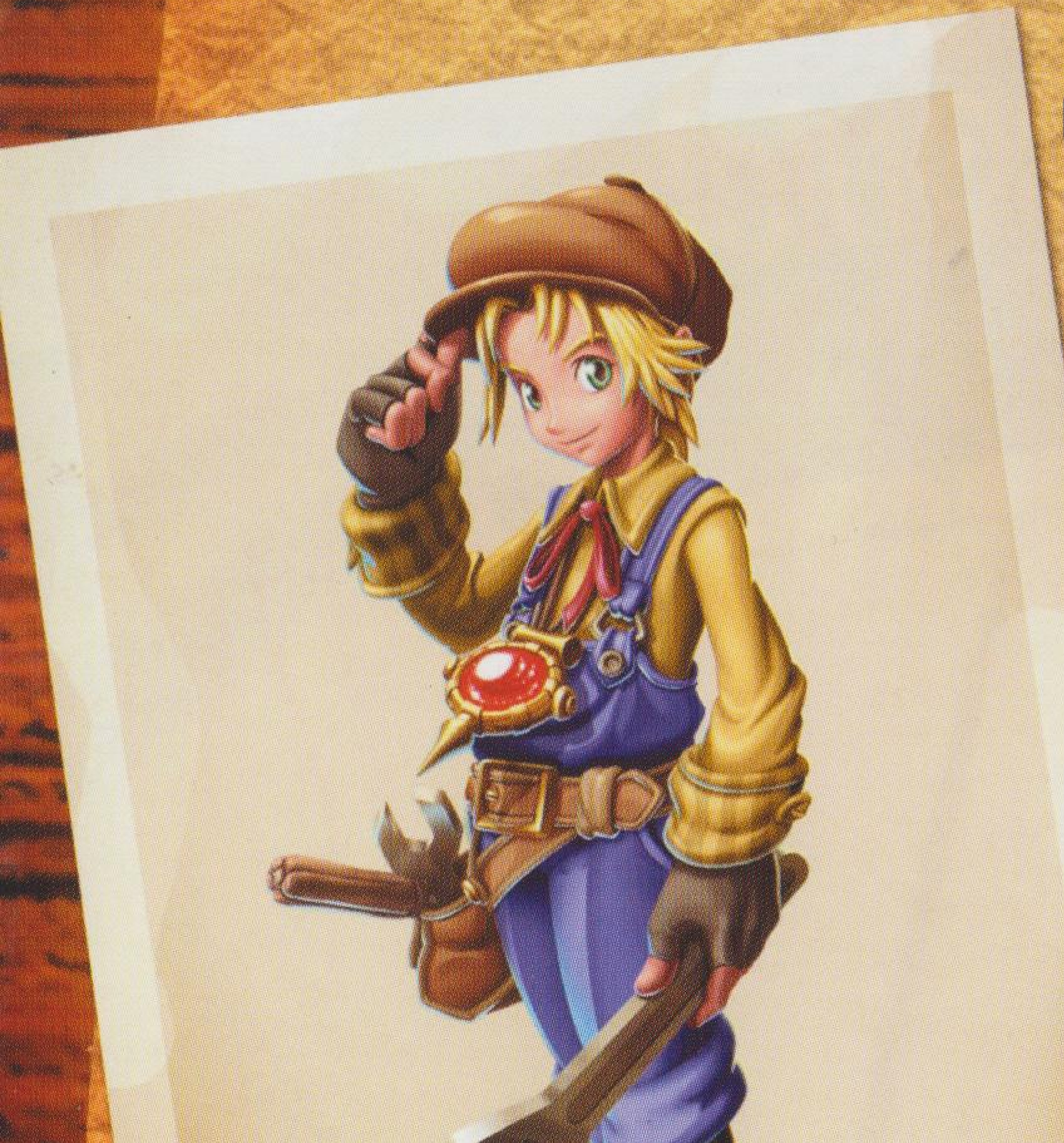


DARK CHRONICLE™

Australian

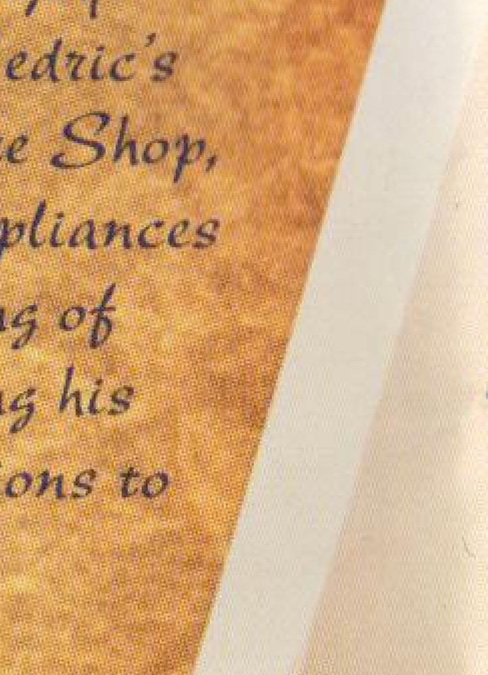
ANOTHER DAY IN PALM BRINKS

Behind the tightly closed gates, the townsfolk of Palm Brinks peacefully go about their daily business, blissfully unaware of the deterioration of the world on the other side of the high walls. The circus performers are preparing for tonight's show, providing another distraction, another excuse for the residents to forget that not one of them has ever set foot outside of the town. But there is one who cannot forget; his desire to see the outside world grows stronger all the time. And today Maximilian will get his chance; soon those lazy days in Palm Brinks will seem like no more than a distant memory…



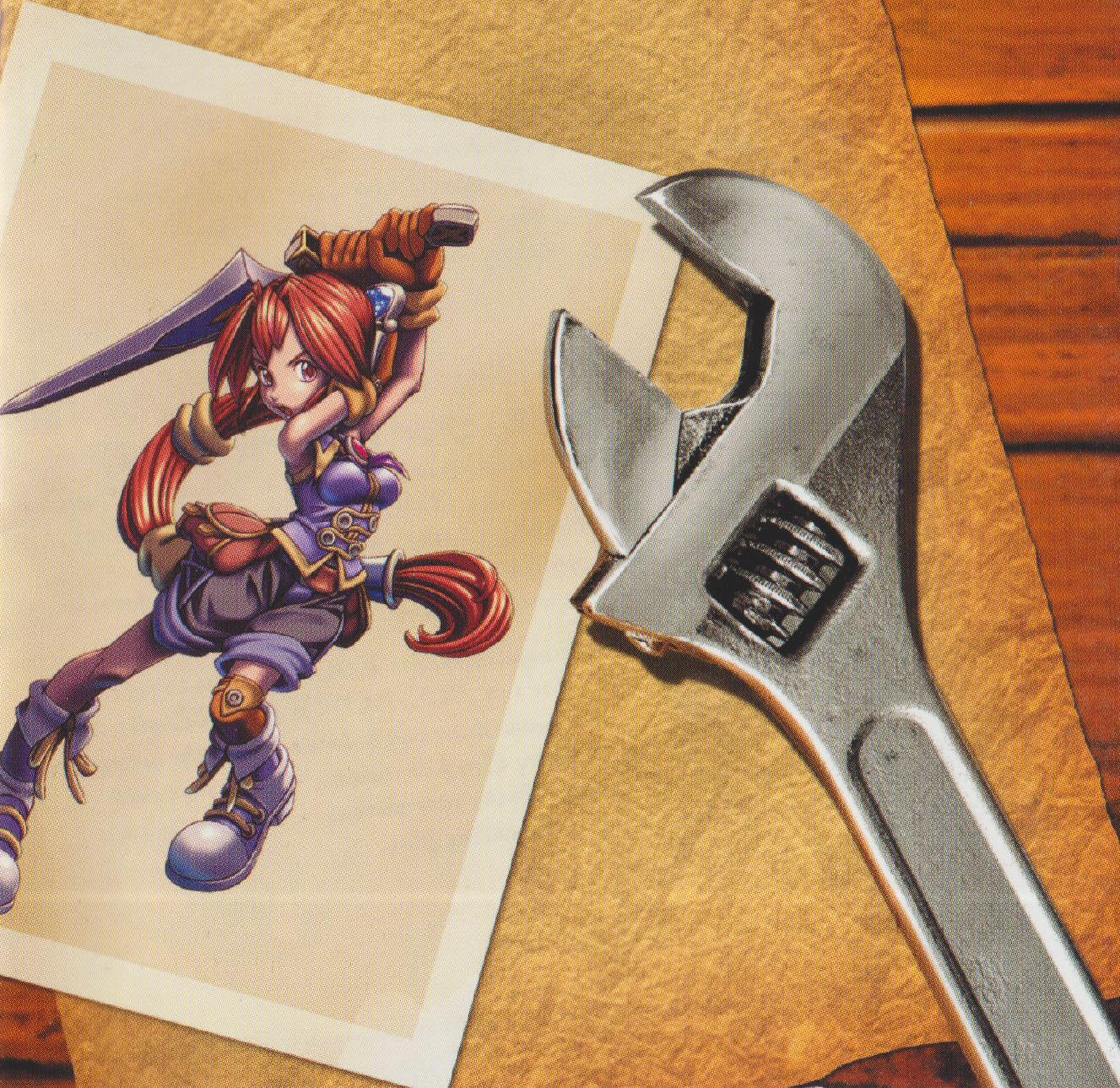
MAXIMILIAN

Max is a 13-year-old boy, born and raised in Palm Brinks and the only child of one of the wealthiest men in town. Max is highly intelligent and possesses an incredible knack for invention and mechanical gadgetry - rather than hanging around the mansion, he enjoys working in Cedric's Maintenance Shop, repairing appliances and dreaming of ways to bring his own inventions to life.



MONICA

A skilled young warrior, Monica arrives in Max's time from the future in desperate need of help. She expertly wields a mystical sword and is already a master of magic.



SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **OFF**. Attach game controllers / other accessories as appropriate, **BEFORE** you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console **ON** at the **MAIN POWER** switch and press the ⏻/**RESET** button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **DARK CHRONICLE™** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/**RESET** button again before commencing play.

It is recommended that you select your preferred language from the PlayStation®2 System Configuration before commencing play. Choose from English, French, German, Spanish or Italian.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

Memory Card (8MB) (For PlayStation®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into either MEMORY CARD slot 1 or MEMORY CARD slot 2 before turning the power on. Saved game data can be loaded from the inserted Memory Card, or any Memory Card containing previously saved **DARK CHRONICLE™** data. Make sure there is enough free space on your Memory Card before commencing play.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. The Analog Controller (DUALSHOCK®2) defaults to analog mode (indicator: red) on boot up.

NOTE: The digital controller is **NOT** supported.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to confirm. To return to the previous screen, press the ◎ button.

GETTING STARTED

Press the ▶START button on the Title Screen to display the Title Menu.

TITLE MENU

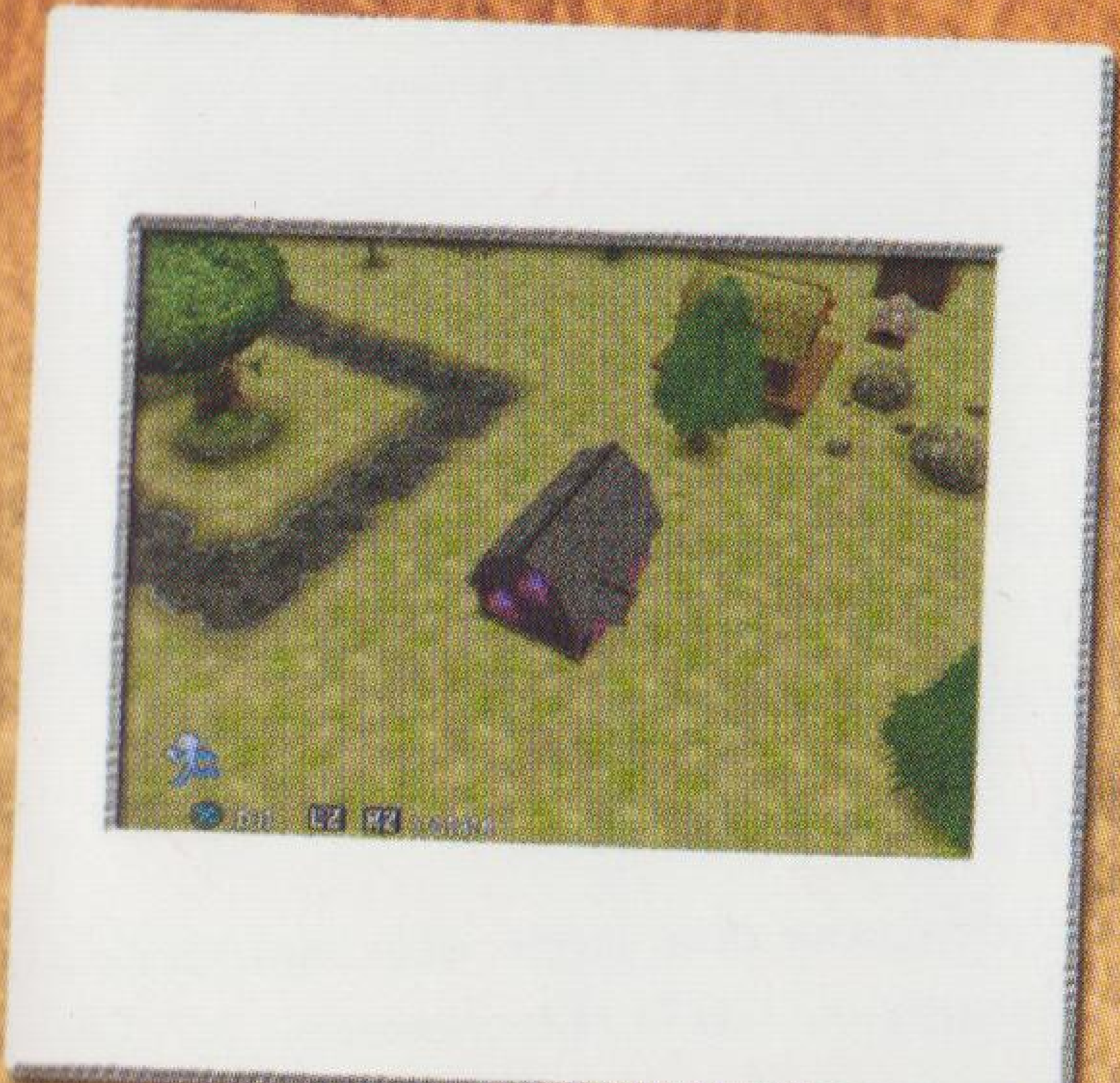
Press ↑ or ↓ to select one of the following Title Menu options and press the ⊗ button to confirm.

NEW GAME

Begin a new game. Before the game starts you may select Maximilian's clothing - the choice of clothing does not affect gameplay.

CONTINUE

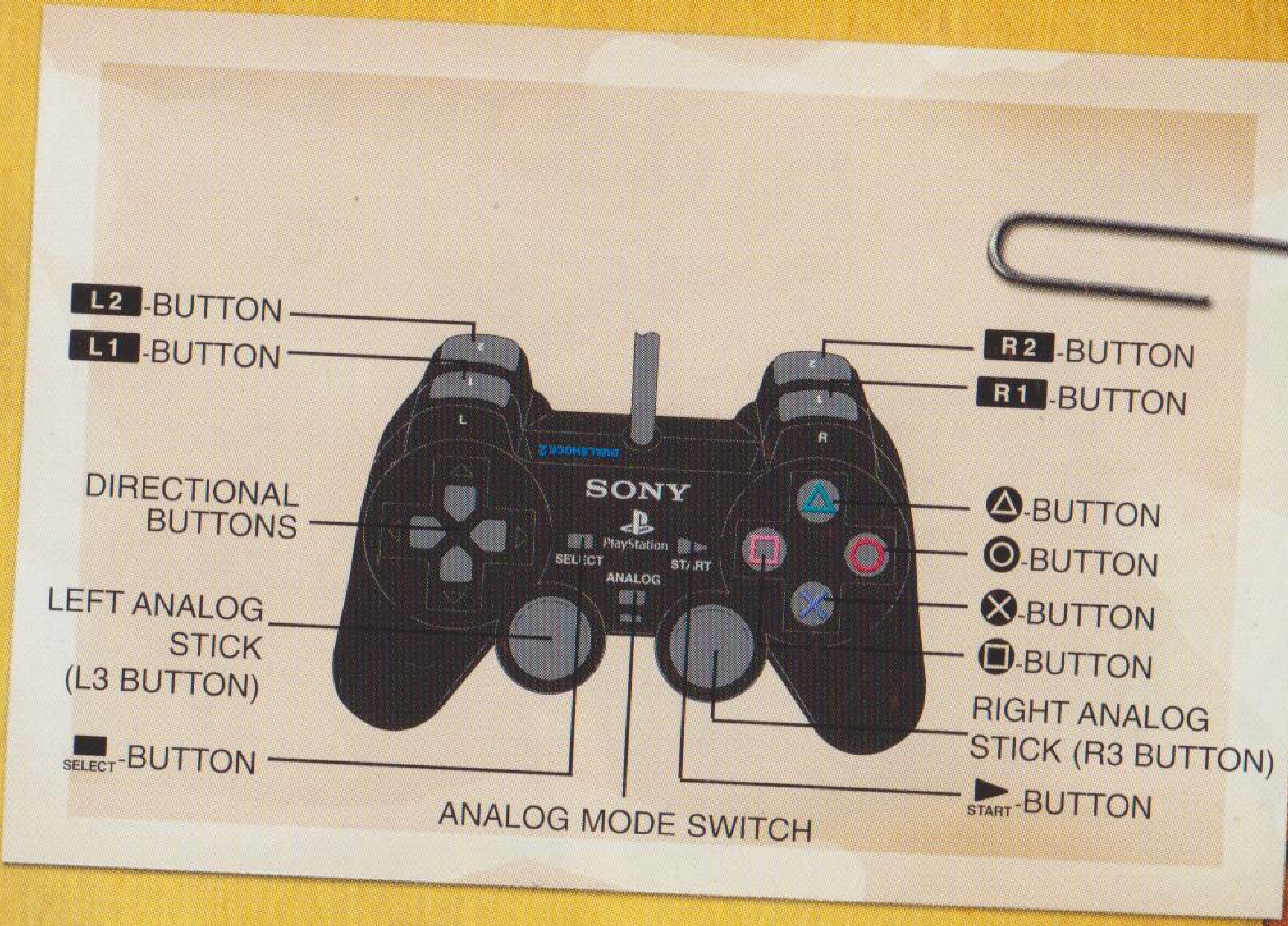
Load a game previously saved to Memory Card. Press ↑ or ↓ to highlight the appropriate MEMORY CARD slot and press the ⊗ button, then select the data file you want to load in the same way. Press the ⊗ button again to confirm or press the ◎ button to cancel.



BUILDING 'PLACE'

Select Place from the Georama Menu to lay out the buildings you have created on the field. Once a building is laid out, the amount of 'Polyn' fixed for each field is decreased and when the 'Polyn' reaches zero, no further buildings can be laid out.

DEFAULT CONTROLS


L2-BUTTON
L1-BUTTON
DIRECTIONAL BUTTONS
LEFT ANALOG STICK (L3 BUTTON)
SELECT-BUTTON
ANALOG MODE SWITCH
R2-BUTTON
R1-BUTTON
△-BUTTON
○-BUTTON
✕-BUTTON
□-BUTTON
RIGHT ANALOG STICK (R3 BUTTON)
START-BUTTON
SONY
PlayStation
SELECT
START
ANALOG

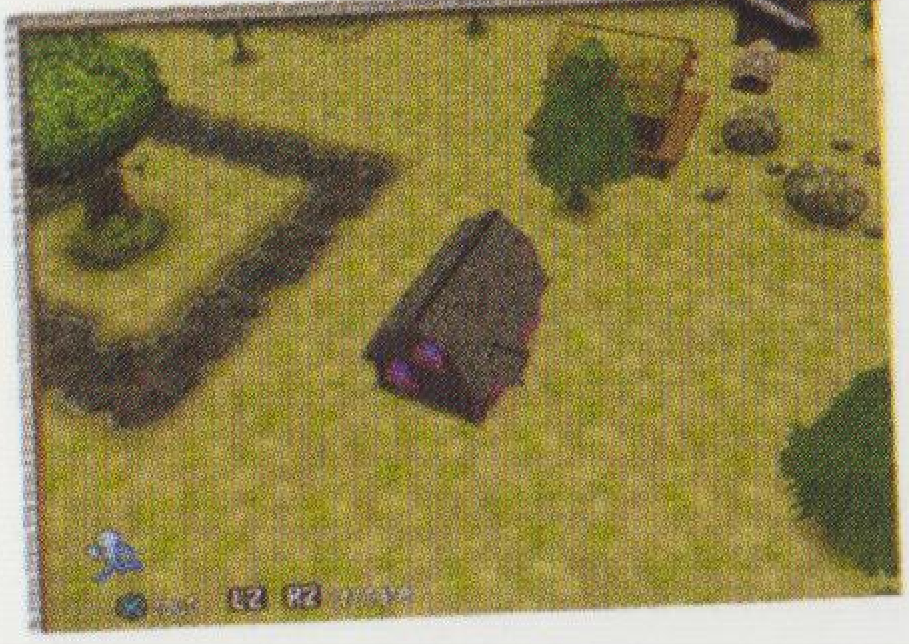
Left analog stick	Move character
Right analog stick	Zoom in/out (in camera mode)
✕ button	Action/fishing mode
□ button	Camera mode/take picture/use equipped item
○ button	Reset camera position
△ button	Menu
L1 button	Spin camera right
L2 button	Reset camera position
L3 button	Change character
R1 button	Spin camera left
R2 button	Full view
R3 button	Change character
► START button	Pause
SELECT button	Switch to Georama view
← directional button	Select item
→ directional button	Select item

NOTE: The controls listed above are general default controls. Some controls refer to specific aspects of the game and these actions can only be performed at the relevant time. Combat Controls are listed in the Combat section later in this manual.

STATUS ATTACKS

Some enemy attacks can leave Max and Monica in debilitated, abnormal statuses. Abnormal statuses are only reversed through the use of the proper recovery item or by leaving the dungeon.

Poison	Your health drops a little at a time.	Counteract with 'Antidote Drink'.
Stop	You cannot move for a period of time.	Restore with 'Heart Throb Cherry'.
Petrification	You cannot move for a longer period of time.	Restore with 'Medusa's Tear'.
Gooey	Your movement is slowed for a time.	Restore with 'Soap'.
Thirst	You cannot eat.	Restore with 'Tasty Water'.
Curse	You cannot change weapons or equipment.	Restore with 'Holy Water'.
Pumped Up	Attack strength is temporarily increased.	
Mighty Heal	Restores everything.	



THE GEORAMA SYSTEM

This construction system allows you to use various materials obtained in the dungeons to create buildings and villages. The buildings you construct may have a bearing on future events, changing the development of the story.

NOTE: *For further information, see the Georama System section later in this manual.*

SAVING PROGRESS

To save progress, stand near to a save point in a town or village and press the ⊗ button, or press the △ button on the Dungeon Floor Select Screen to display the Save Adventure Screen, then follow the on-screen instructions. Saving a new game requires 502KB of free space on a Memory Card.

MAIN MENU

Press the △ button during the game to display the Main Menu. Press ↑ or ↓ to select a menu item and press the ✕ button to confirm.

ITEM

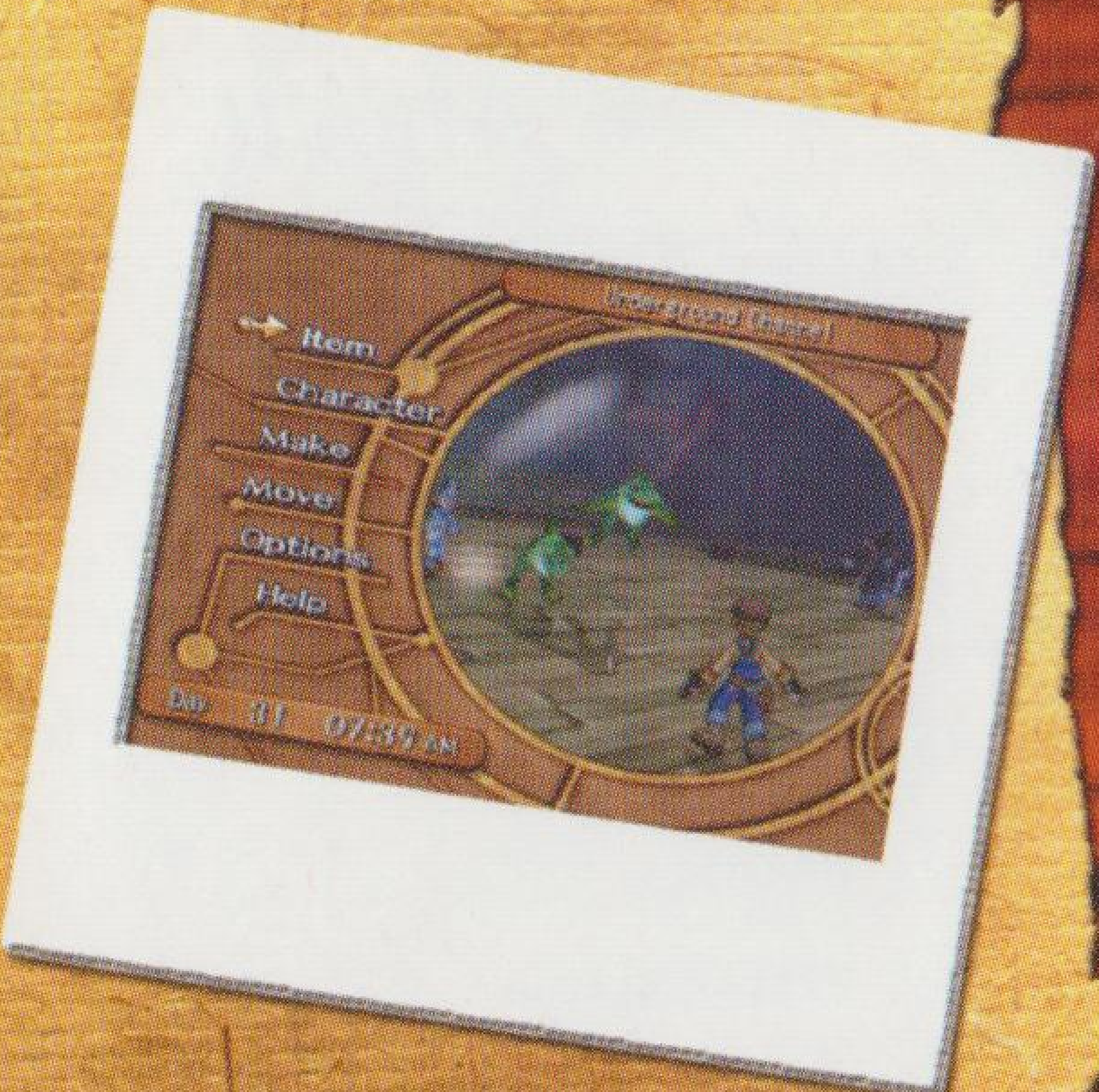
Go to the Item Menu Screen to check on your current equipment and money, use items or upgrade weapons.

NOTE: See the Item Menu Screen section of this manual for further information on using items.

CHARACTER

Switch between Max and Monica or use the Ridepod or Monica's Monster Transformation abilities.

NOTE: Monster Transformation is not available until the second dungeon.



MAKE

Invent a new item or make an invented item.

NOTE: The 'Make' option is not available from the start of the game. See the Invention System section later in this manual for further information on making items.

MOVE

Move directly to a previously visited field or dungeon.

OPTION

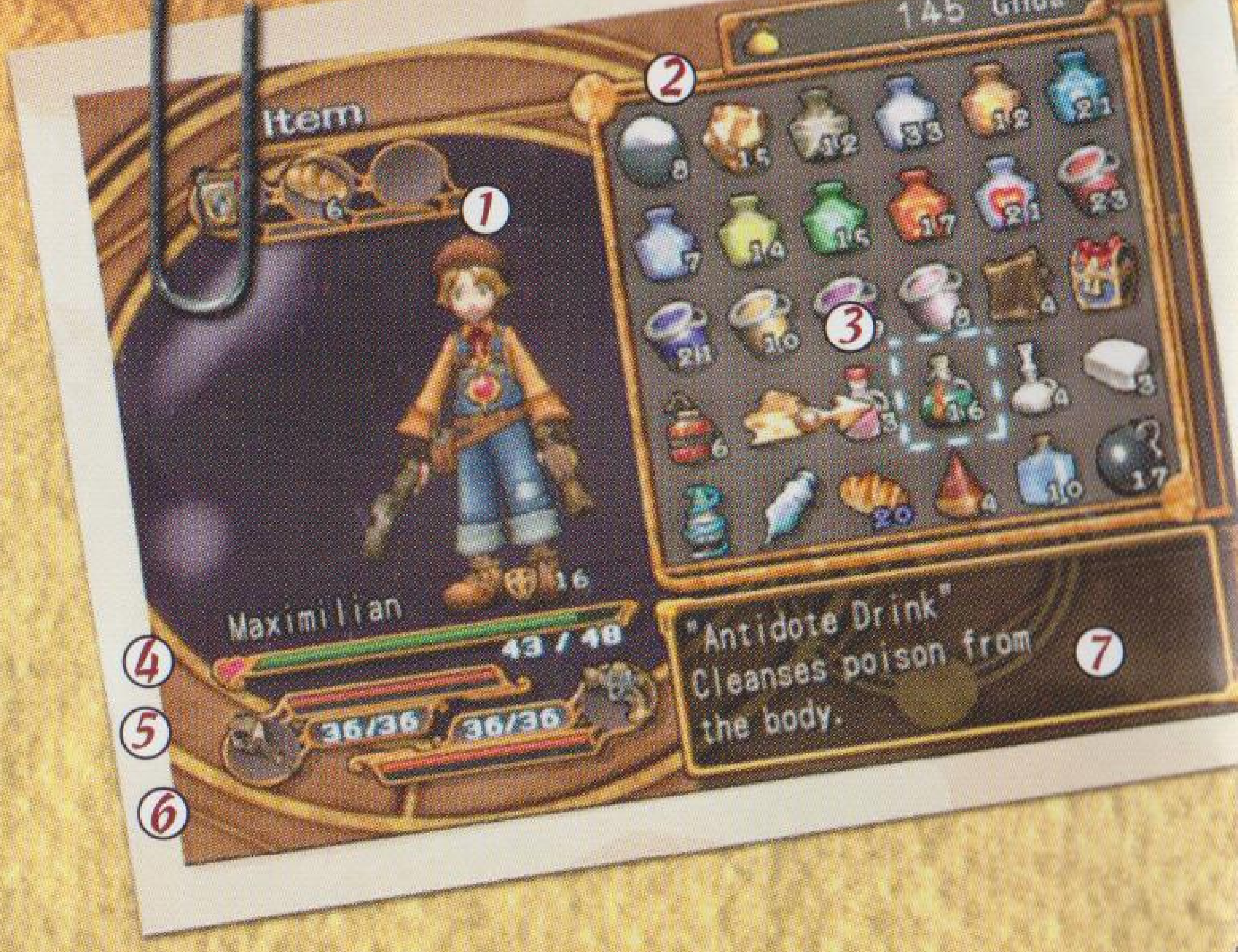
See the 'Options' section of this manual.

HELP

Access a detailed resource containing advice on topics including controls and effective combat techniques. It is essential to use the Help menu as this makes different activities a lot clearer. Tutorial topics are added as you progress through the game and encounter new situations.

NOTE: The 'Help' option is not available from the start of the game.

ITEM MENU SCREEN



"Antidote Drink"
Cleanses poison from the body.

① Active Items
② Gilda
③ List of Carried Items
④ Name
⑤ Health
⑥ Weapon Status
⑦ Description of Highlighted Item

ITEM MENU OPERATIONS

USE ITEM/EQUIP ITEM/DISCARD ITEM

Select an item from the list of items carried and press the ⊗ button to display a menu of the options applicable to that item.

MOVE ITEM

Select an item and press the ▢ button to move that item to a different location, or set it as the active item. If the item is made up of multiple units, press the △ button and ↑ or ↓ to pick up the required amount.

CHANGE DISPLAYED CHARACTER

Press the L1 button, the L2 button, the R1 button or the R2 button to change the character displayed on the Item Menu.

WEAPONS

Select an equipped weapon or a weapon in your inventory and press the ⊗ button to display a menu of weapon options.

ITEMS

These are some of the items you will come across in the world of DARK CHRONICLE™. Other items will be discovered in the dungeons and shops and you can also invent new ones.

RECOVERY ITEMS

Bread		Restores a little health when eaten.
Mellow Banana		Restores health but creates thirst!
Antidote Drink		Cleanses poison from the body.
Tasty Water		Refreshing water from a deep mountain stream.

EQUIPMENT ITEMS

Camera		Allows you take photos.
Fishing Rod		Tackle-up with some bait to go fishing.

REPAIR ITEMS

Repair Powder		Restores the WHP (Weapon Hit Points) of a weapon.
Gun Repair Powder		Restores the WHP of projectile weapons.
Armband Repair Powder		Restores the WHP of armlet weapons.

ATTACK ITEMS

Bomb		Throw at an opponent to inflict damage.
Poison Apple		Poisons the enemy when thrown.

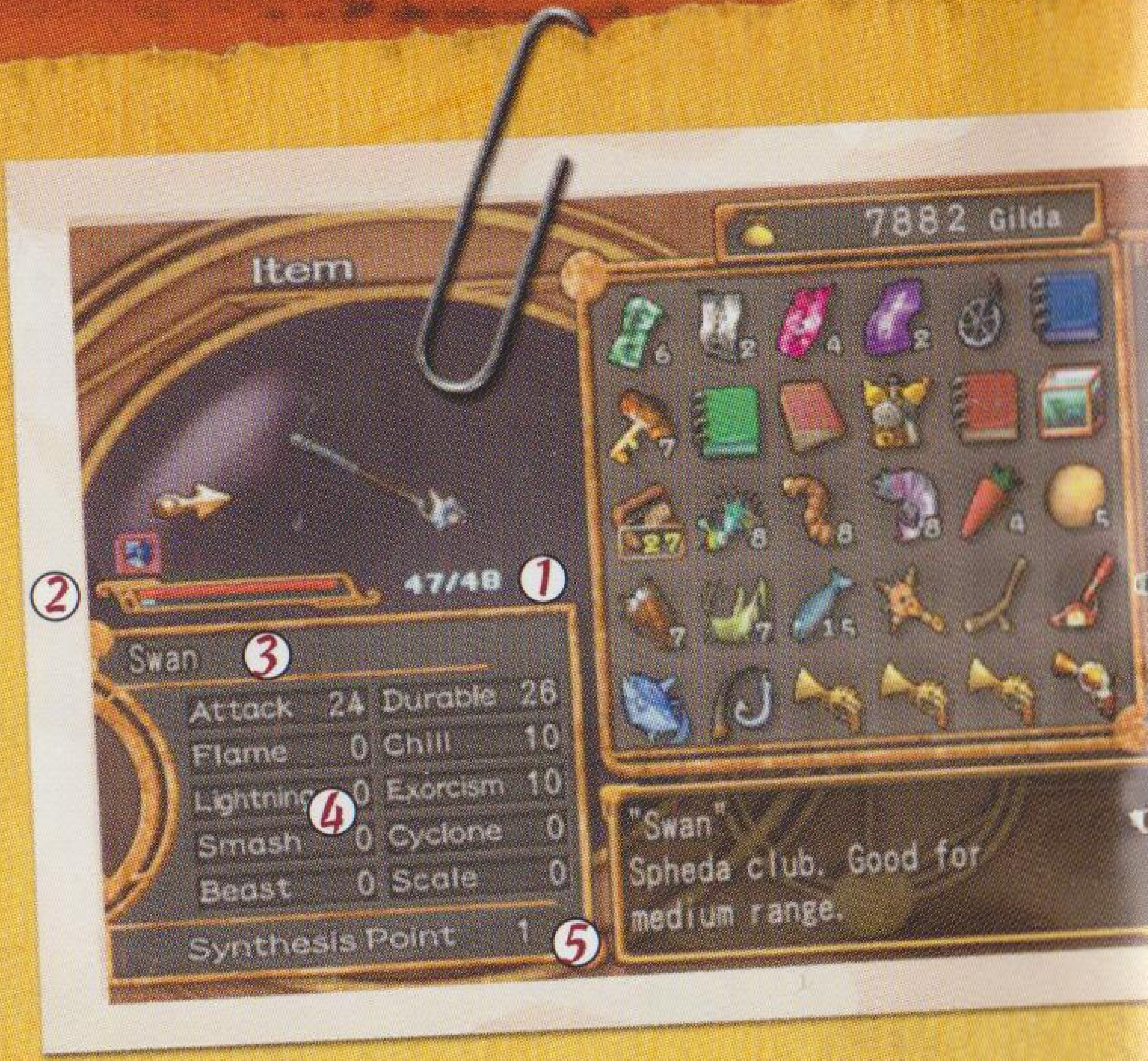
MATERIAL ITEMS

Rolling Log		A log cut from a strong tree.
Raw Glass Material		A piece of glass.
Hunk of Copper		A lump of pure copper.
Paint		Used to paint Georama parts.

DEFENCE ITEMS

Antidote Amulet		Prevents enemy poison attacks, but doesn't last for ever.
Goo Amulet		Prevents enemy 'goo' attacks but breaks after a while.

WEAPONS STATUS SCREEN



7882 Gilda

Item

47/48

Swan

Attack 24 Durable 26
Flame 0 Chill 10
Lightning 0 Exorcism 10
Smash 0 Cyclone 0
Beast 0 Scale 0

Synthesis Point 1

"Swan"
Spheda club. Good for medium range.

① WHP (Weapon Hit Points)
② ABS (Absorption Value)
③ Weapon Name and Level
④ Special Abilities
⑤ Synthesis Points

WHP

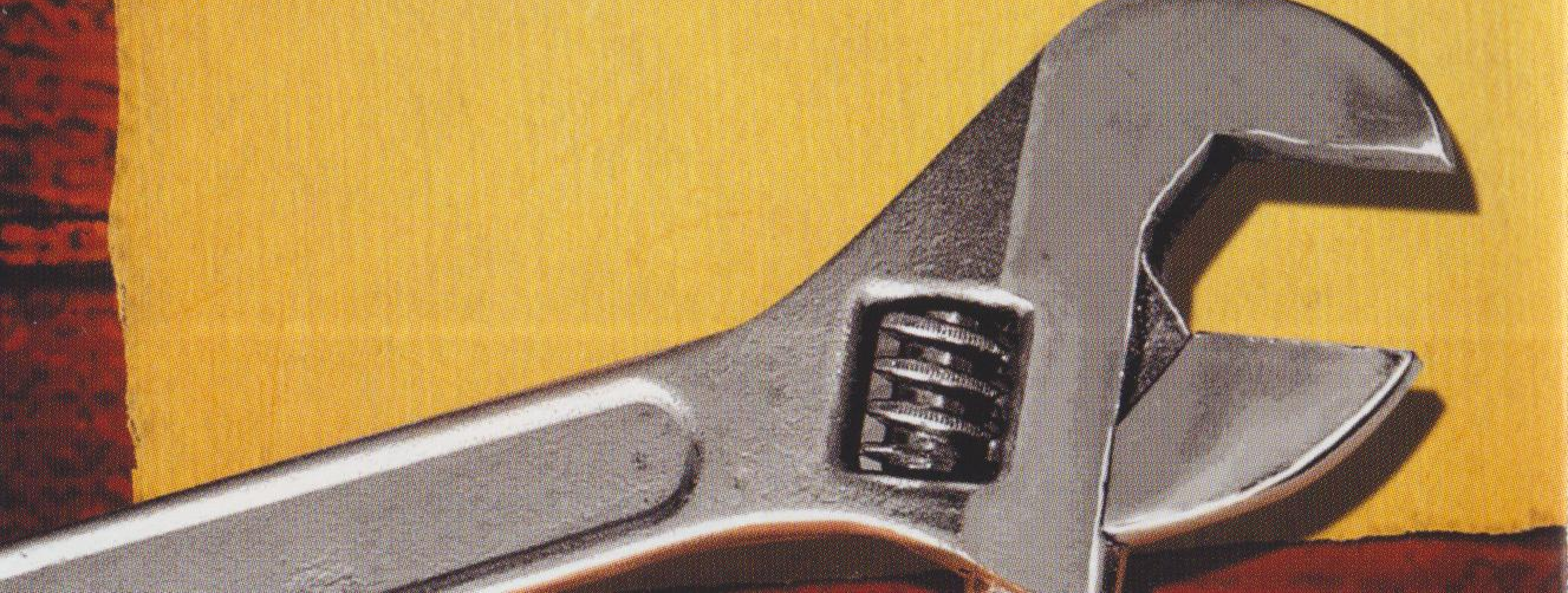
This indicates a weapon's durability. If the WHP *becomes zero, the weapon's attack strength will be zero until it is repaired.*

ABS

This is the magic power absorption value, which is increased by collecting the blue magic drops that appear after an enemy is defeated. If the ABS *gauge is filled, the weapon goes up a level.*

SYNTHESIS POINTS

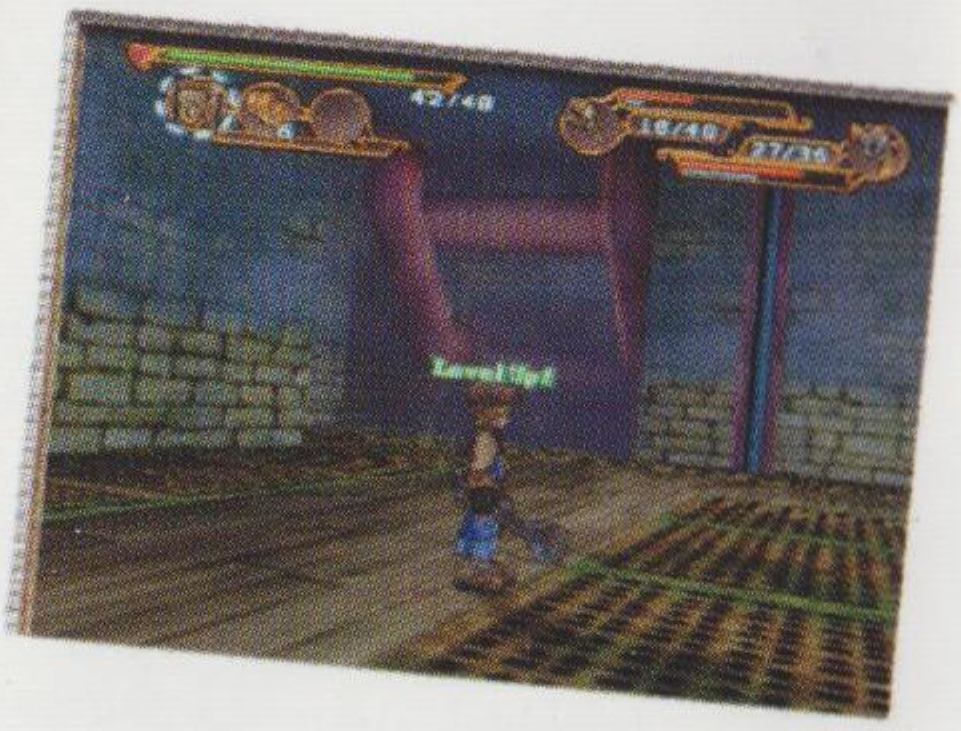
Points acquired by levelling up weapons with ABS.



SPECIAL WEAPON ABILITIES

Wealth	Increases the gold dropped by enemies. Does not appear together with Poverty.
Durable	Slows the decrease in a weapon's WHP. Does not appear together with Fragile.
Poverty	Decreases the gold dropped by enemies. Does not appear together with Wealth.
Fragile	Accelerates the decrease in a weapon's WHP. Does not appear together with Durable.
Poison	Poisons the enemy.
Absorb	Restores your own health by a portion of the damage inflicted on the enemy. Does not appear together with Heal.
Stop	Paralyzes the enemy for a period of time.
Dark	Increases your attack strength, but you receive damage with each attack. Does not appear together with Critical.
Steal	Steals items carried by enemies.
ABS Up	Increases the ABS dropped by the enemy.

UPGRADING WEAPONS

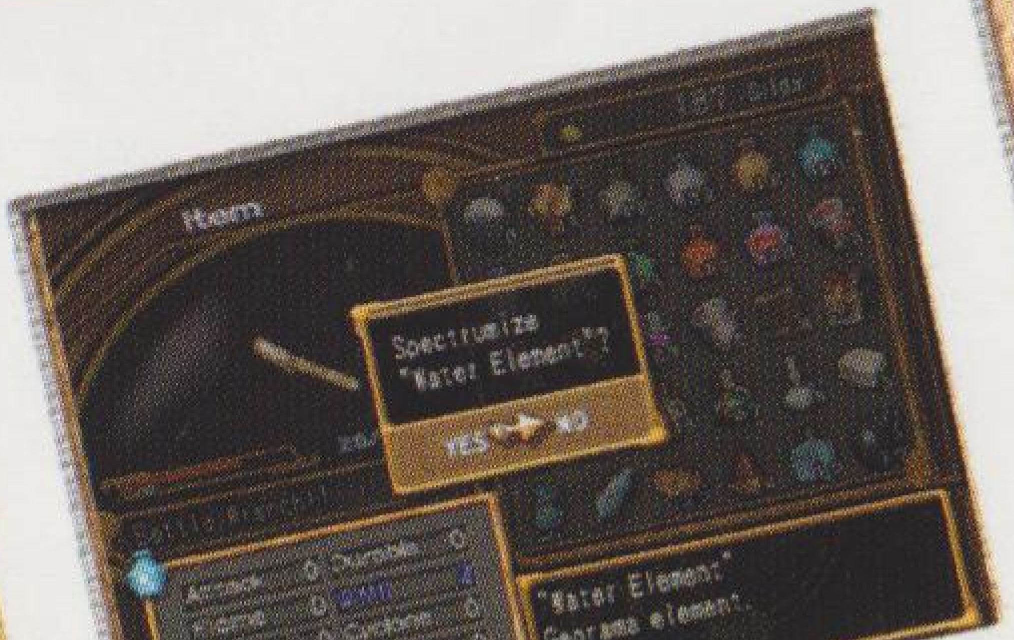

42/48
18/40
27/36
Level Up!

LEVEL UP

Defeat enemies and collect the ABS to raise the level of your weapon. When a weapon goes up a level, its attacking power improves slightly and the synthesis points are increased.

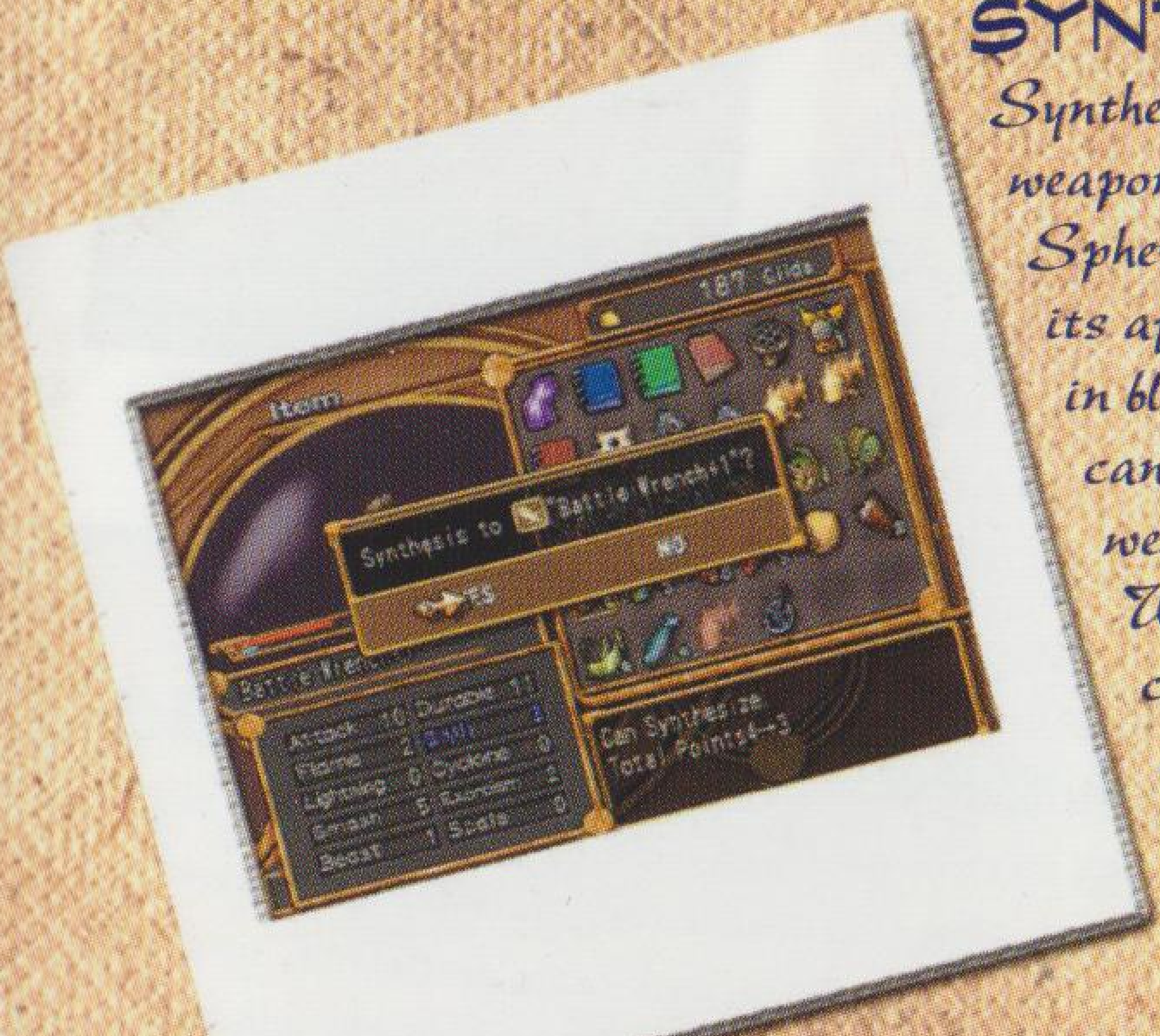
SPECTRUMIZE

Spectrumize items to convert them into Synth Spheres. Almost any item can be spectrumized, including weapons. However, be aware that if you spectrumize a Level Four or lower weapon, it becomes an unstable Synth Sphere that barely increases the abilities of a weapon even if synthesised.


Item
YES
NO
Attack
Durable
Flame
Cyclone
Lightning
Exorcism
Beast
Scale

Spectrumize
"Water Element"?

"Water Element"
Georama element.



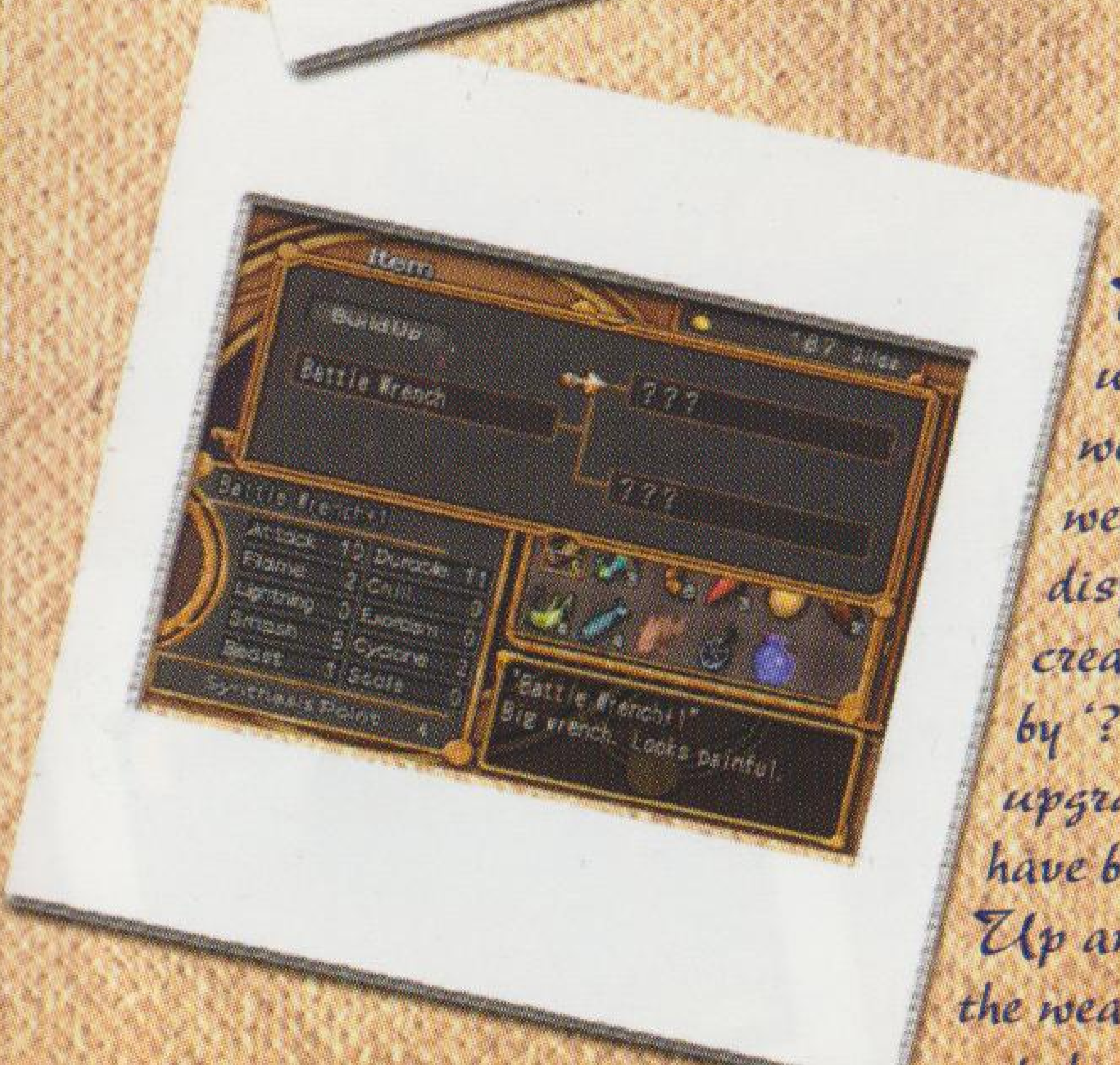
Synthesis to "Battle Wrench+1"?

Can Synthesize
Total Points4→3

Item
187 Gilda
YES
NO
Battle Wrench
Attack 10
Durable 11
Chill 1
Flame 2
Cyclone 0
Lightning 0
Exorcism 1
Smash 5
Scale 0
Beast

SYNTHESISE

Synthesis is a method of upgrading weapons by merging them with Synth Spheres. When an item is spectrumized, its affect on a weapon's abilities appears in blue. The number of times a weapon can be synthesised is determined by the weapon's amount of synthesis points. Weapons with zero synthesis points can no longer be synthesised with Synth Spheres.



"Battle Wrench!"
Big wrench. Looks painful.

Item
Build Up
187 Gilda
Battle Wrench
???
???
Battle Wrench!
Attack 10
Durable 11
Flame 2
Chill 0
Lightning 0
Exorcism 0
Smash 5
Cyclone 2
Beast 1
Scale 0
Synthesis Point 4

BUILD UP

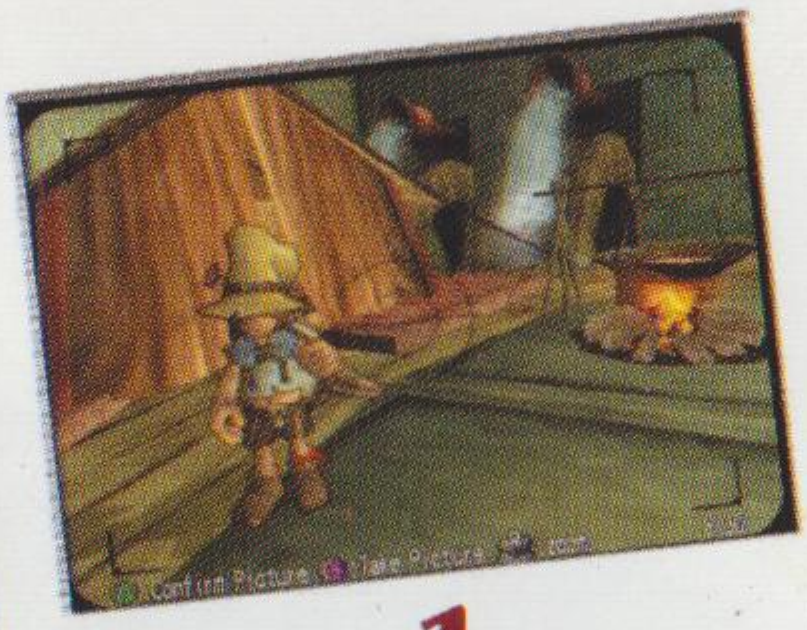
Use the Build Up function to upgrade an existing weapon into a new weapon. On the Item Menu, select a weapon and highlight Build Up to display the new weapons that can be created. Select a new weapon indicated by '???' to view the abilities required to upgrade to that weapon. Once the abilities have been sufficiently increased by Level Up and Spectrumize / Synthesise, all of the weapon abilities will be displayed in white and the Build Up will be possible.

INVENTION SYSTEM

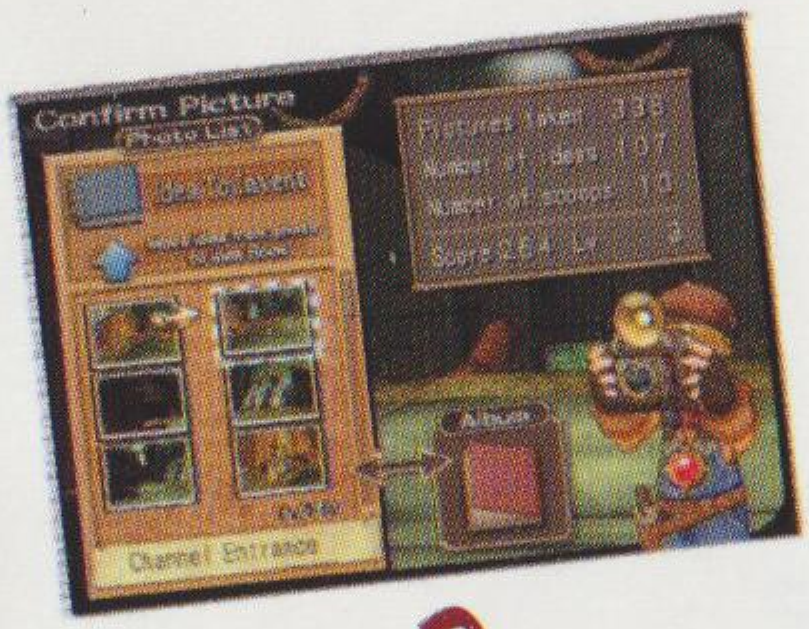
Once you have obtained the camera, take pictures to generate ideas which can then be used to invent new items.

TAKING PICTURES

Press the ■ button to point the camera and display the View Screen. Use the left analog stick to aim and the right analog stick to zoom. Press the ■ button again to take a picture. You can use the camera in both the field and the dungeons, but in dungeons you must set the camera as an active item in order to take pictures.


Confirm Picture
Take Picture
zoom

1


Confirm Picture
Photo List
Album
Channel Entrance

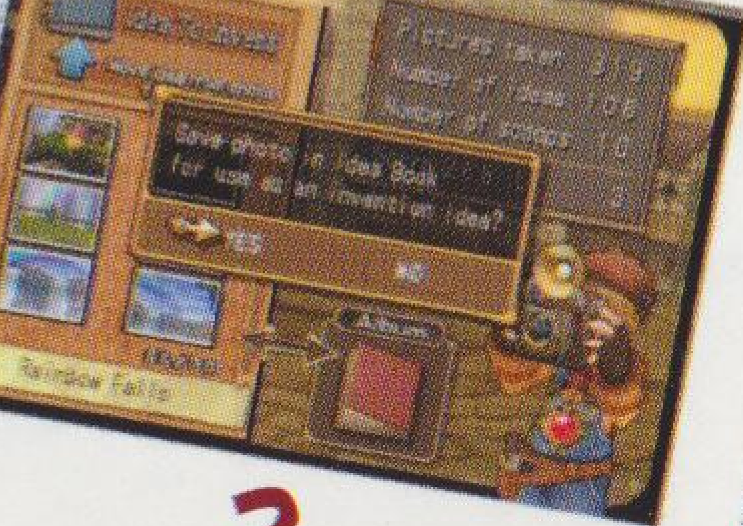
2

ORGANISING YOUR PICTURES

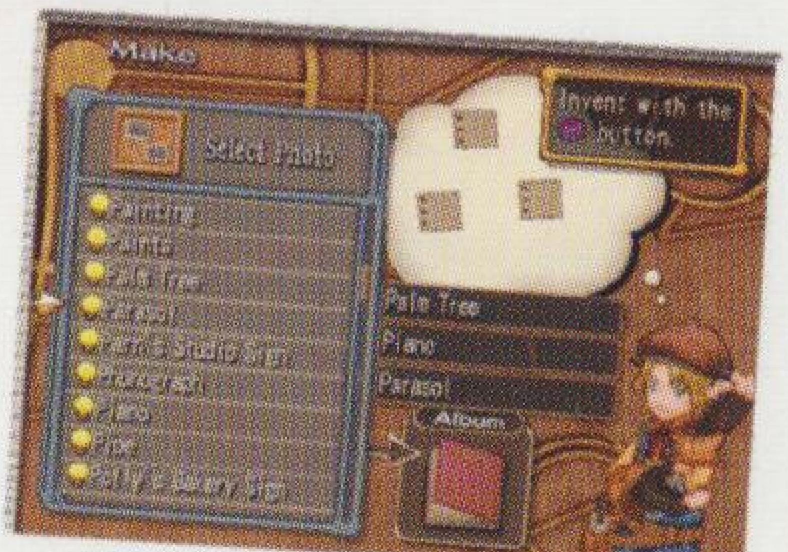
Press the ▲ button on the View Screen to open the Picture Board and examine the pictures you have taken. Once a photo album has been acquired, you can move photos from the Picture Board to the album.

USING A PICTURE FOR AN INVENTION

Press ↑ on the Picture Board to move a picture to the Idea Notebook. The pictures that can be used as ideas for inventions are marked with a light bulb.


Save photo in Idea Book for use as an invention idea?
Confirm Picture
Photo List
YES
NO
Album
Rainbow Falls

3

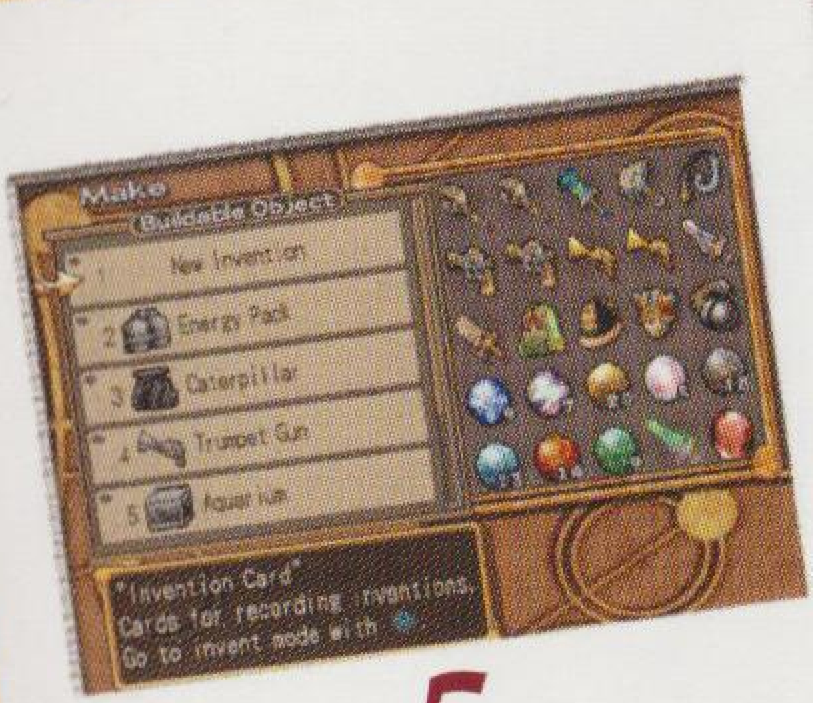

Make
Select Photo
Painting
Paints
Palm Tree
Parasol
Phonograph
Piano
Pipe
Palm Tree
Piano
Parasol
Album

Invent with the ● button.

4

INVENT AN ITEM

To invent a new item, select Make from the Main Menu, then select New Invention. Choose three ideas to be used for the invention and press the ■ button. Your invention will be successful if you select a combination that gives you inspiration for a new item.

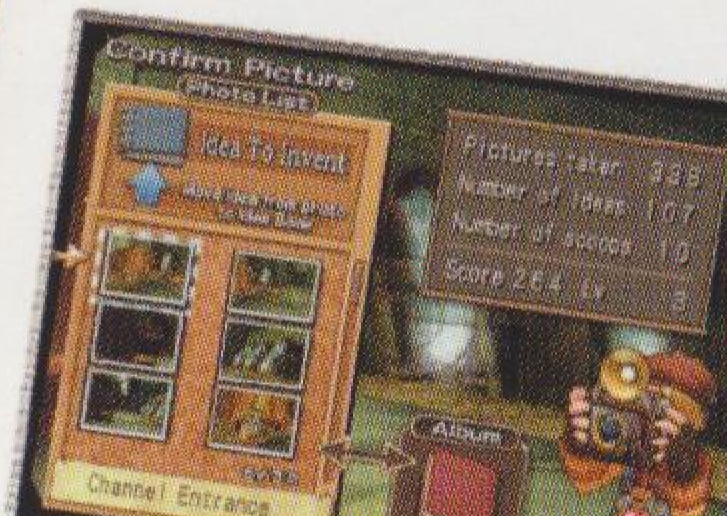

Make
Buildable Object
1 New Invention
2 Energy Pack
3 Caterpillar
4 Trumpet Gun
5 Aquarium

"Invention Card"
Cards for recording inventions.
Go to invent mode with ●.

5

CREATE AN INVENTED ITEM

Select Make from the Main Menu, proceed to the Invention Screen and select an invention idea to display the materials required. Once the required quantities of these materials have been obtained, select **YES** *to create the item.*


Confirm Picture
Photo List
Idea To Invent
Album
Channel Entrance

Pictures taken 338
Number of ideas 107
Number of scoops 10
Score 264 Lv 3

6

PHOTOGRAPHER LEVEL

If you take pictures used for inventions or unusual 'Scoop' photos, you will earn Photographer Points, which determine your Photographer Level. Something good might happen if your Photographer Level goes up.

DUNGEONS

① Active Item

② Health

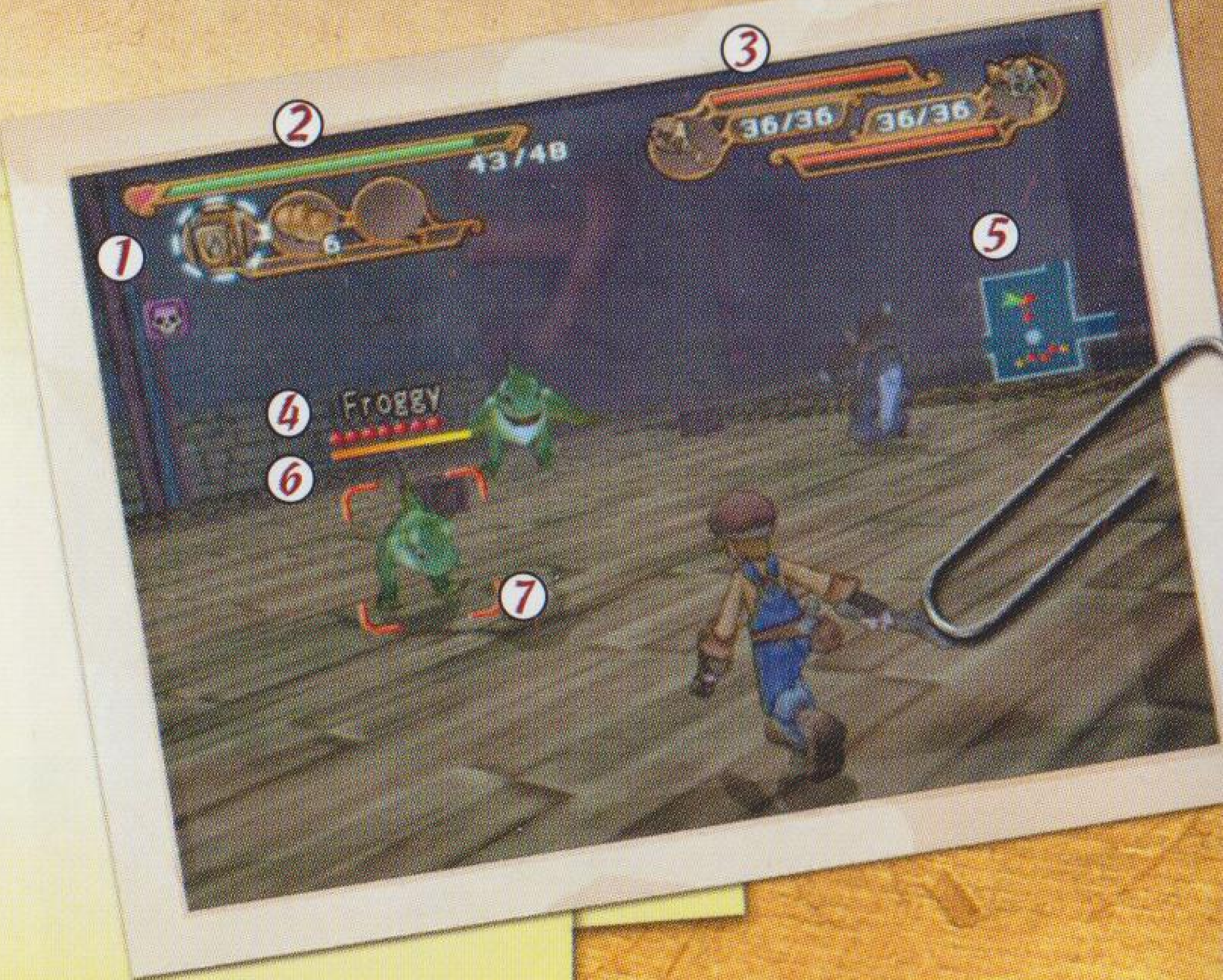
③ Weapon Status

④ Anger Counter

⑤ Map Display

⑥ Enemy HP

⑦ Lock-on Gauge



ACTIVE ITEM

This is the active item currently selected.

HEALTH

This is the health of the character currently being controlled. If a character's health reaches zero they become incapacitated, and if both playable characters are incapacitated the game is over.

WEAPON STATUS

Shows the status of the currently equipped weapon.

ANGER COUNTER

The anger rating of the enemy currently locked-on.

MAP DISPLAY

A map of the surrounding area. Press the SELECT *button to switch between display methods.*

ENEMY HP

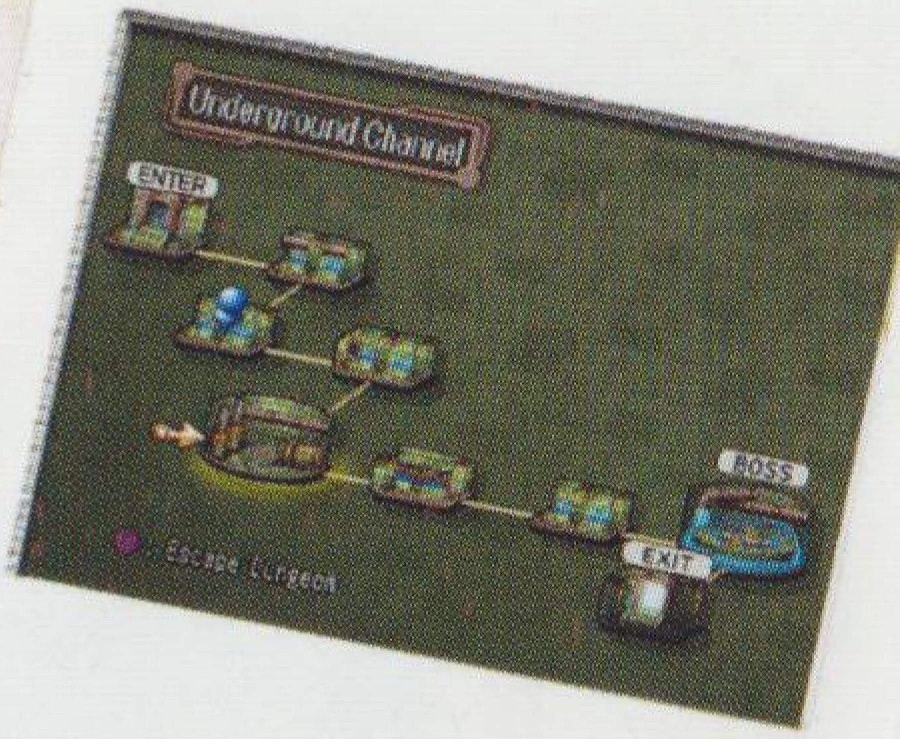
The health points of the enemy currently locked-on.

LOCK-ON GAUGE

Indicates the enemy that is currently locked-on.

EXPLORING DUNGEONS

FLOOR SELECT SCREEN



Press ↑, ↓, ← or → to select the floor you want to explore and press the ⊗ button to display the name of the floor, the number of medals available and the conditions for obtaining them. Floors that have been cleared can be freely selected any number of times.

To advance to the next floor, you must obtain the Gate Key before heading to the exit. On each floor an enemy guards the Gate Key and will drop it once defeated.

IN THE DUNGEONS, LOOK OUT FOR...

Enemies

You will encounter various monsters and other creatures that lurk in the dungeons.

Treasure Chests

Treasure chests contain items. Press the ⊗ button near the chest to prise open the lid. Some chests are booby trapped or locked.

Springs

These magical water pools have revitalising powers. Enter the spring to restore full health.

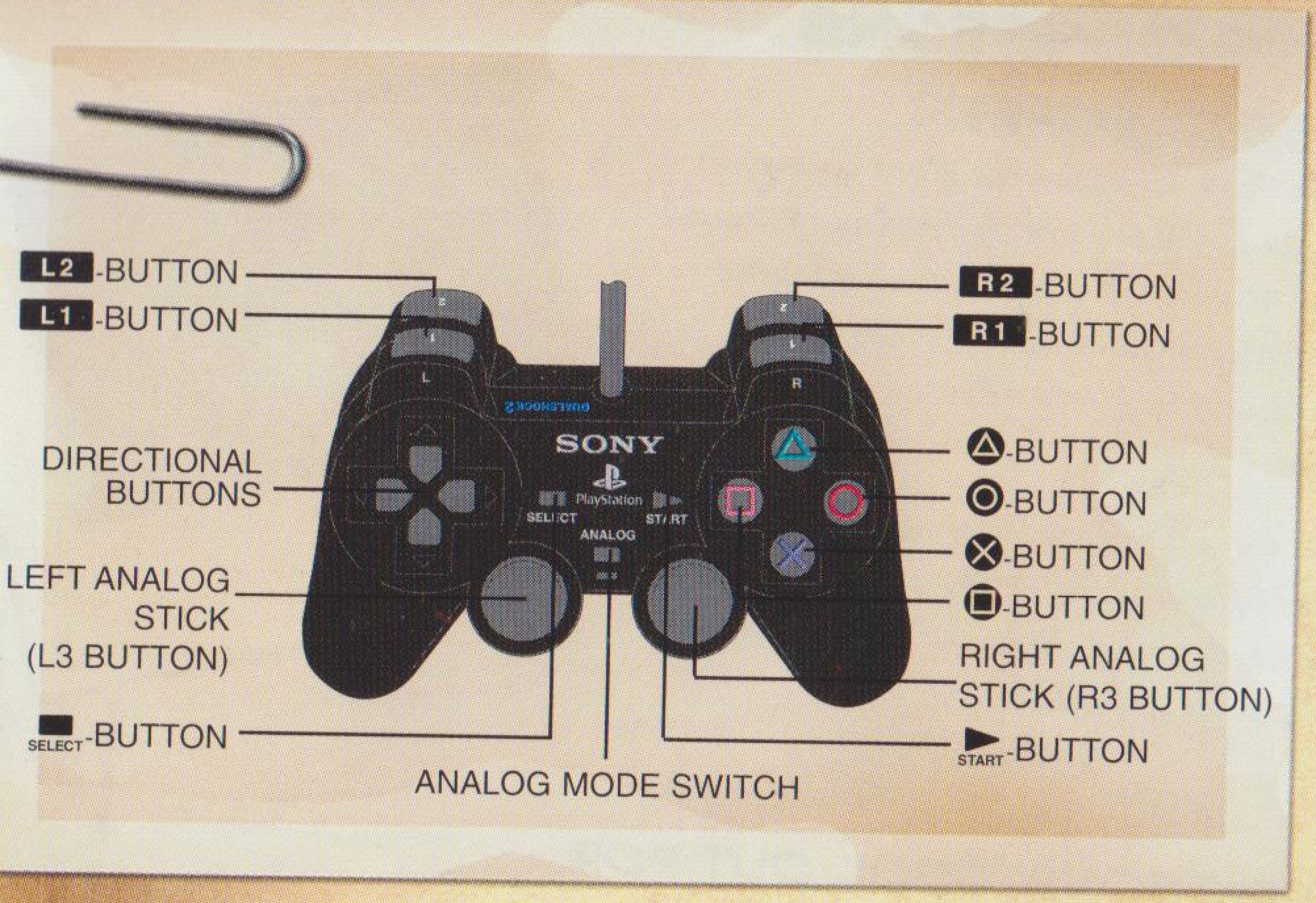
Angel and Devil Coins

When you enter the glowing question marks in dungeons a coin will appear with an angel image on one side and a devil on the other. The coin begins to spin - something good will happen if it stops spinning on the angel side, but something bad will happen if it stops on the devil side.

Geostones

These stones are used to build via the Georama System.

COMBAT


L2-BUTTON
L1-BUTTON
DIRECTIONAL BUTTONS
LEFT ANALOG STICK (L3 BUTTON)
SELECT-BUTTON
ANALOG MODE SWITCH
R2-BUTTON
R1-BUTTON
△-BUTTON
○-BUTTON
✕-BUTTON
□-BUTTON
RIGHT ANALOG STICK (R3 BUTTON)
START-BUTTON
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2

COMBAT CONTROLS

← and → directional buttons	Select active item
Left analog stick	Move character
Right analog stick	Move camera
✕ button	Attack with right-hand weapon
○ button	Reset camera/lock-on
△ button	Main Menu
□ button	Use active item
L1 button	Max: Aim projectile weapon Monica: Charge projectile weapon
L1 button plus ✕ button	Attack with projectile weapon
L2 button	Reset Camera position
L3 button	Change Character
R1 button (held)	Guard
R2 button	Switch between first and third person viewpoints
R3 button	Max: Use Ridepod Monica: Use Monster Transformation
START button	Pause
SELECT button	Change map display

SPECIAL MOVES

Combo Attacks

Press the ⊗ button repeatedly to unleash combo attacks with the right-hand weapon. Combo attacks are effective against floating enemies and quick enemies. Also, discover new combo attacks by pushing the left analog stick in different directions while attacking.

Charge Attacks

Press and hold the ⊗ button then release it to perform a charge attack. A charge attack is more powerful than an ordinary attack and also inflicts damage on a larger area. They are effective when attacking slow-moving enemies with high HP values as well as when you are surrounded by a number of enemies.

Guard

Press and hold the R1 button to guard against enemy attacks. You cannot attack while guarding.

Pick Up (while guarding)

Press the ⊗ button while guarding (by holding the R1 button), to pick up an enemy or other item that is in front of you. Press the ⊗ button again to throw.

Lock-On

Press the ◎ button to lock on to a nearby enemy. This means you automatically face one particular enemy at all times, which is effective when attacking quick enemies and also improves the accuracy of projectile attacks and active item attacks. To change the target of a lock-on, press the ◎ button. To release a lock-on, press the ◎ button while moving away from the locked-on enemy.

Pursuit Attacks (when enemy is down)

Press the ⊗ button when approaching a downed enemy to launch a pursuit attack.

Back Flip (while locked-on)

Move away from a locked-on enemy and press the ⊗ button to perform an evasive back flip. Use this to escape enemy attacks and put distance between yourself and the opponents.

Active Item

Press the ▢ button to use the currently selected active item. Recovery items will be used on yourself, while attack items will be thrown forward.

BATTLE TECHNIQUES

ESCAPING FROM AN ENEMY

Sometimes during combat you will find yourself outnumbered or outclassed by the enemy and in these situations it's best to escape or to try to fight enemies one at a time. Bear in mind that your movement slows somewhat when locked-on so make sure to release your lock-on before attempting to flee.

THE ANGER COUNTER

The Anger Counter decreases each time you hit an enemy. When the counter reaches zero the enemy goes into 'Rage Mode'. An enemy in Rage Mode gets an increase in defensive and attacking power so try to find enemies' weak points and defeat them as quickly as possible.

LOCATION EFFECTS

Obstacles and height differences in the dungeon may prevent attacks from hitting home or reduce their strength. Think carefully about the position of the character you are controlling and try to find the most effective attack technique.

PLAYING THE GAME

There are several different types of location in DARK CHRONICLE™*, each with individual gameplay elements:*

Your father may be strict, but he really does worry about you. Remember that.

TOWNS AND VILLAGES

In towns and villages you can talk to various people, go shopping and undertake additional tasks. The first town, Palm Brinks, is Max's hometown and is where you will find Cedric's shop as well as an item shop, bakery and weapons store.

THE DUNGEONS

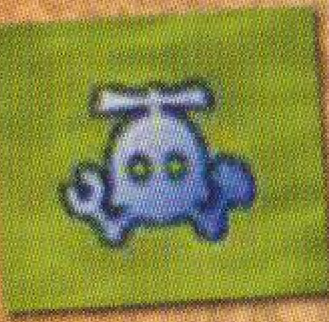
In the dungeons, advance through randomly generated floors whilst fighting enemies, searching for treasure chests and picking up items. A single dungeon consists of a number of floors. Once you have cleared the first floor, you can then advance to the next floor.

NOTE: *For further information, see the Dungeons section later in this manual.*

44/48
18/40
27/36
Skeleton Soldier

GEORAMA SYSTEM

The Georama System allows you to create buildings using 'Carpenterion'. Bear in mind that the creation and whereabouts of buildings constructed during Max's time may change the path of events in the future.

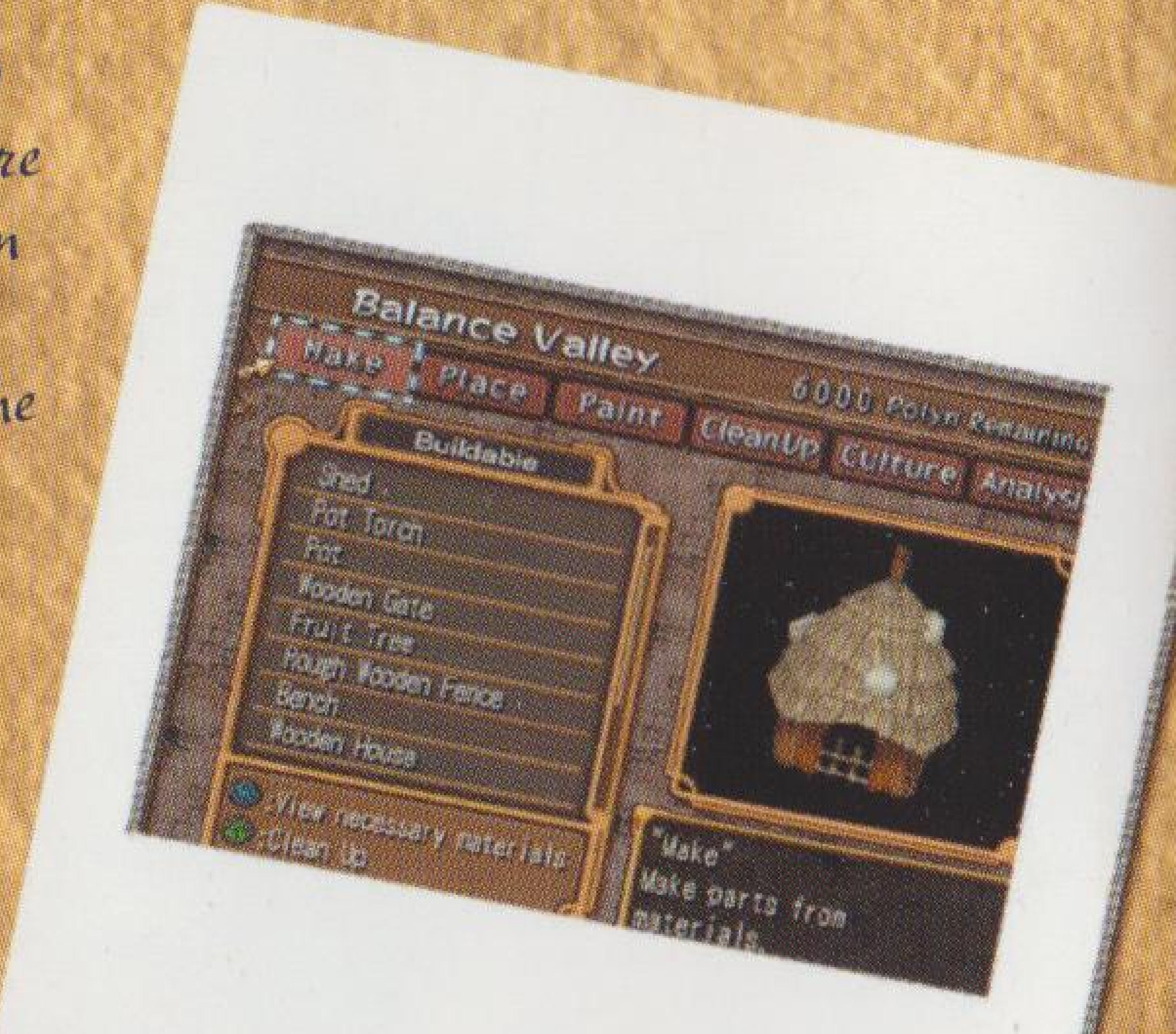


CARPENTERION SCREEN

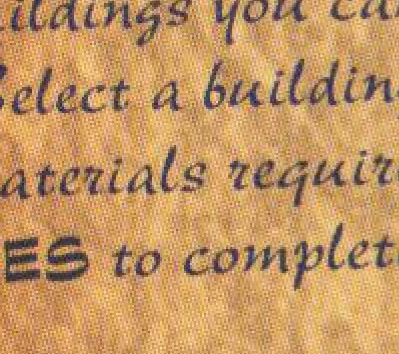
When the Carpenterion icon is displayed at the bottom left of the game screen, press the SELECT button to display the Carpenterion Screen and then press the △ button to open the Georama Menu.

CREATING BUILDINGS

You can build using the plans which are stored in the 'Geostones' collected from the dungeons. Select Make from the Georama Menu to display a list of the buildings you can currently construct. Select a building to check the list of materials required, and then select **YES** to complete the building.

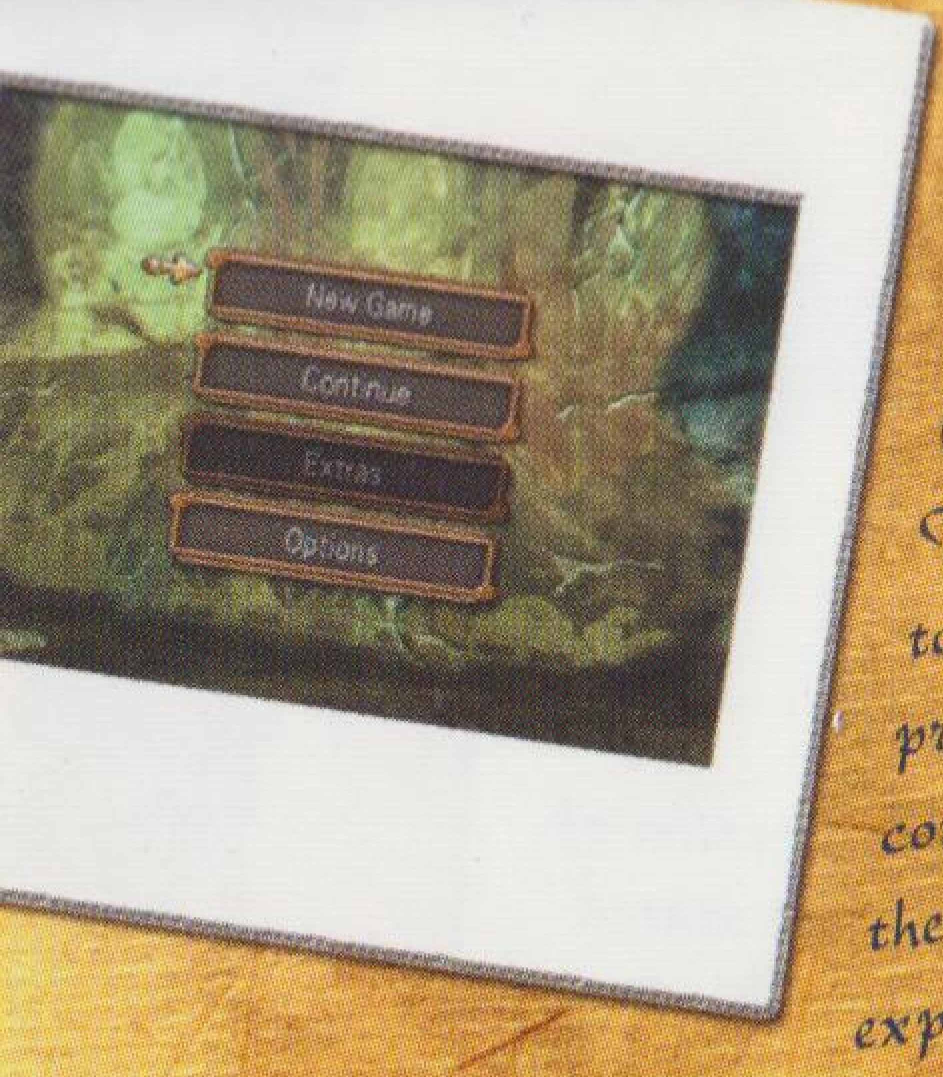

Balance Valley
Make
Place
Paint
CleanUp
Culture
Analysi
6000 Polyn Remaining
Buildable
Shed
Pot Torch
Pot
Wooden Gate
Fruit Tree
Rough Wooden Fence
Bench
Wooden House
:View necessary materials
:Clean Up

"Make"
Make parts from materials.



RETURNING TO THE FIELD

When a human-shaped icon appears at the bottom left of the Carpenterion Screen, press the SELECT button to return to the field.



EXTRAS

Access Mini Games and bonus items unlocked during the game.

OPTIONS

To change game settings, press ↑, ↓, ← or → to highlight the option you want to change and press the ⊗ button. Press the ⊗ button again to confirm settings, or press the ▢ button to restore the default configuration. The various options are explained below:

Cursor Location Memory	Toggle the facility to save the selected cursor position ON or OFF
Vibration	Turn the vibration function of the Analog Controller (DUALSHOCK®2) ON or OFF
Message Speed	Set the message display speed. Select Normal or Fast
Sound	Choose either Stereo or Mono sound outputs
Time Speed	Set the speed at which time passes in the game
Map Display	Alter the level of detail on the map by selecting 1, 2 or 3 - the higher the number selected, the more information will be shown
Damage Points	Toggle the damage point display ON or OFF

Enemy HP Display	Switch the enemy HP (Health Point) display during lock-on ON or OFF
Anger Counter	Turn the Anger Counter during lock-on ON or OFF
Display Character Name	Turn the character name display ON or OFF
Display Monster Name	Turn the monster name display ON or OFF
Blur Background	Toggle the blur background function ON or OFF
Display Captions	Switch the subtitle display ON or OFF
Pause Display	Switch the pause display ON or OFF
Camera Pitch	Select either Normal or Reverse
Camera Rotation	Select either Normal or Reverse

OTHER GAMEPLAY FEATURES

As the story unfolds Max and Monica will gain more powerful weapons and abilities and make friends to aid them on their quest.

RIDEPOD

This is a robot that Max uses in the dungeons. It is slow, but has incredible attacking and defensive power. You can customise the Ridepod in different ways by obtaining new parts or creating your own inventions.

MONSTER TRANSFORM

Monica can transform into a monster, obtaining that particular monster's special abilities and allowing her to communicate with other monsters of the same breed.

SUPPORT CHARACTERS

Our heroes will bring along some of the people they meet on their adventure as support characters. These characters cannot be controlled directly or participate in combat, but they may have useful abilities that could get Max and Monica out of trouble.

BOSS BATTLES

Bosses have high attack and defence values and are difficult to beat. Every boss has a weakness which you will need to find and exploit in order to defeat them.

MONSTER MEMOS

These are memos listing weapons that did not inflict damage upon the monsters you have fought so far, along with the items that they carried. Icons indicate weapons that proved ineffectual against particular monsters.

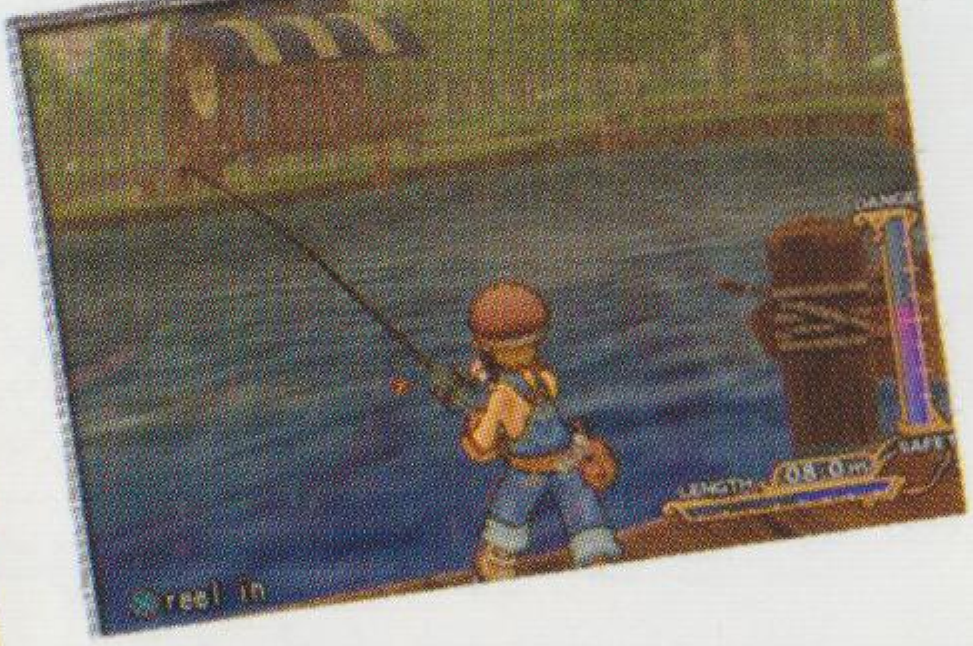
BONUS ACTIVITIES

FISHING

Once you have obtained the Fishing Rod, you can fish in numerous areas.

START FISHING

Equip the Fishing Rod and attach bait and lures.
When you arrive at a location where you can fish, the text 'Start Fishing' will be displayed on screen. Press the ⊗ button to start fishing.



CATCHING FISH

Use the left analog stick to aim and press the ⊗ button to cast the hook and lure onto the surface of the water. As a fish comes close, an exclamation mark ('!') will appear above its head. Quickly pull the left analog stick ↓ to get the fish to bite. Once the fish bites, watch the tension on your line, push the left analog stick in the direction of the on-screen arrow to release tension, and press the ⊗ button to haul in the fish.

RAISING FISH

Once you have made the Aquarium, you can begin raising the fish you catch. From the list of carried items, select a fish and select Put In Aquarium. Press the ⊗ button to open the Aquarium, where you can raise fish in any of the three different tanks: the Rec Tank, the Battle Tank and the Breeding Tank.

The Rec Tank is an aquarium where you place ordinary fish and raise them. Their abilities change depending on the food you give them. The Battle Tank is an aquarium where you train fish for use in the Fish Races. Put two or more fish in and their abilities are boosted in the ensuing battle. The Breeding Tank is an aquarium where you place two fish, a male and a female, to breed fry that inherit the abilities of their parents. The parent fish die once the fry are born.

FISH RACES

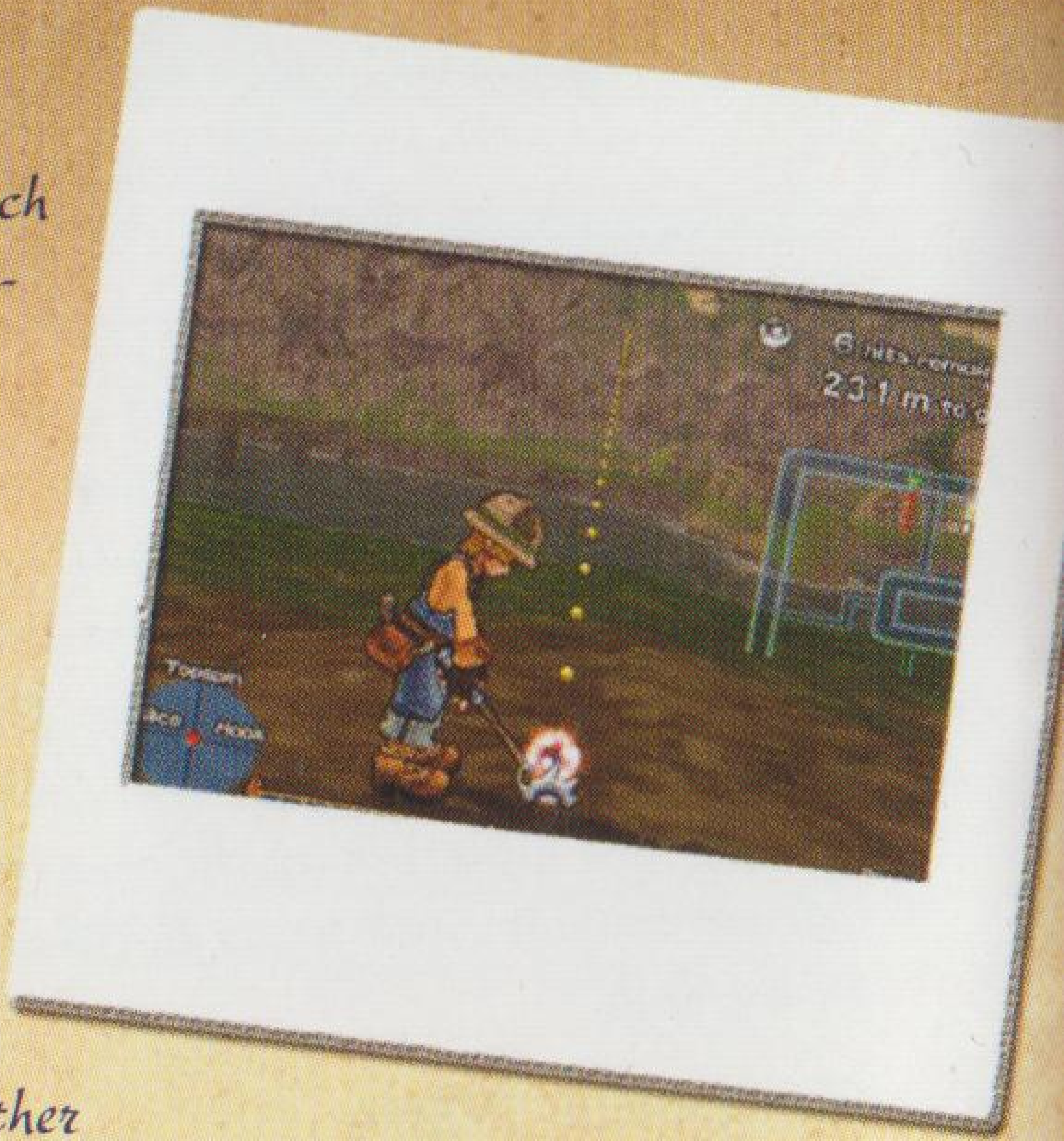
At a specific point in the game you will be able to enter the Fish Races. Go to the Fish Racetrack and talk to the MC to enter the Fish Races. Pick a fish to enter in the race from the Rec Tank and select the class you want to enter. Final adjustments for the race are carried out in special aquariums with various effects. Pick an aquarium that matches the fish and race particulars. The race begins once the final adjustments are complete.

Once the race starts the only thing you can do is cheer your fish on. Train them well. If your fish wins the race you'll be rewarded with a prize.

PASSWORD CONTEST

Select Extra from the Title Menu to enter fish passwords and challenge fish raised by your friends.

SPHEDA



The game of Spheda is similar to golf, and involves holes known as Time Distortions which open up all around the world. Shards of space-time called Spheres have fallen out of these holes, so the aim of the game is to get the Spheres back into the Time Distortion holes.

BASIC RULES OF SPHEDA

You cannot touch the Spheres with your hands, so you must use special items called Spheda Rods. Each Spheda Rod has a different range, so select the correct rod depending on the situation.

Time Distortions and Spheres are coloured either red or blue. The same colours repel each other, so a red sphere will not go into a red Time Distortion. Hit the Sphere against the ground or walls to change its colour as you move forward.

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